Lode Runner

An Action Game and Game Generator
For the Apple II by Doug Smith
DISK VERSION

Brøderbund Software™

**Attention:
Software Authors**

You

Your program

Your package

**Are *You* the Next
Brøderbund Superstar?**

If you are an assembly language programmer interested in developing future-of-the-art entertainment software for the Apple, Atari, IBM, Commodore, ColecoVision, or Texas Instruments computers, please read the reverse side. Brøderbund is looking for *you!*

Lode Runner™
by Doug Smith

Brøderbund Software
1938 Fourth St., San Rafael, California 94901, Telephone (415) 456-6424

Brøderbund Software™

Dear Brøderbund Customer:

The following information will assist us in providing you with a continued supply of high quality software products, and will allow us to put you on our mailing list.

Name _____ Street _____
City _____ State _____ Zip _____

What program did you purchase? _____
Version: For Apple II, Atari 400/800, IBM PC, VIC 20, Other (please underline)
On Disk, Cassette, Cartridge
Where purchased: ☐ Mail Order ☐ Computer Store ☐ from Brøderbund
☐ Department Store ☐ Stereo Store ☐ Book Store ☐ Other

Name of store _____
I heard about this program from: ☐ a magazine ☐ a friend ☐ Other
☐ a computer store ☐ my user group
Who purchased this program? ☐ self ☐ parent ☐ friend ☐ Other
Age of purchaser: ☐ under 13 ☐ 13-18 ☐ 19-24 ☐ 25-34 ☐ 35-50 ☐ over 50
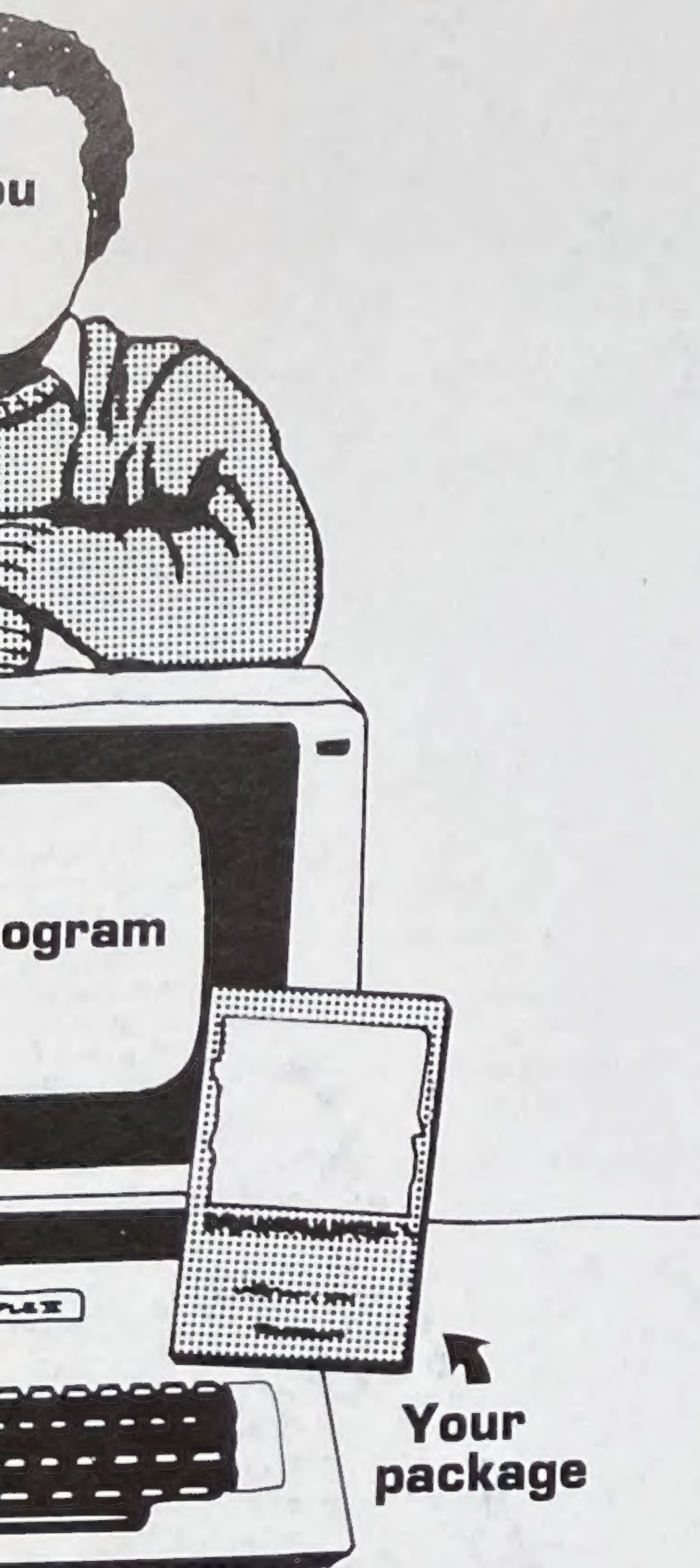**Age of primary user:** ☐ under 13 ☐ 13-18 ☐ 19-24 ☐ 25-34 ☐ 35-50 ☐ over 50
Sex of purchaser: ☐ male ☐ female
Sex of primary user: ☐ male ☐ female

The computer magazines I read most are: _____
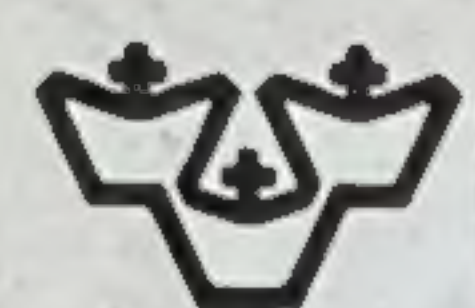
Comments on Brøderbund programs: _____

QR
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Brøderbund Software ™

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♛ Brøderbund Software

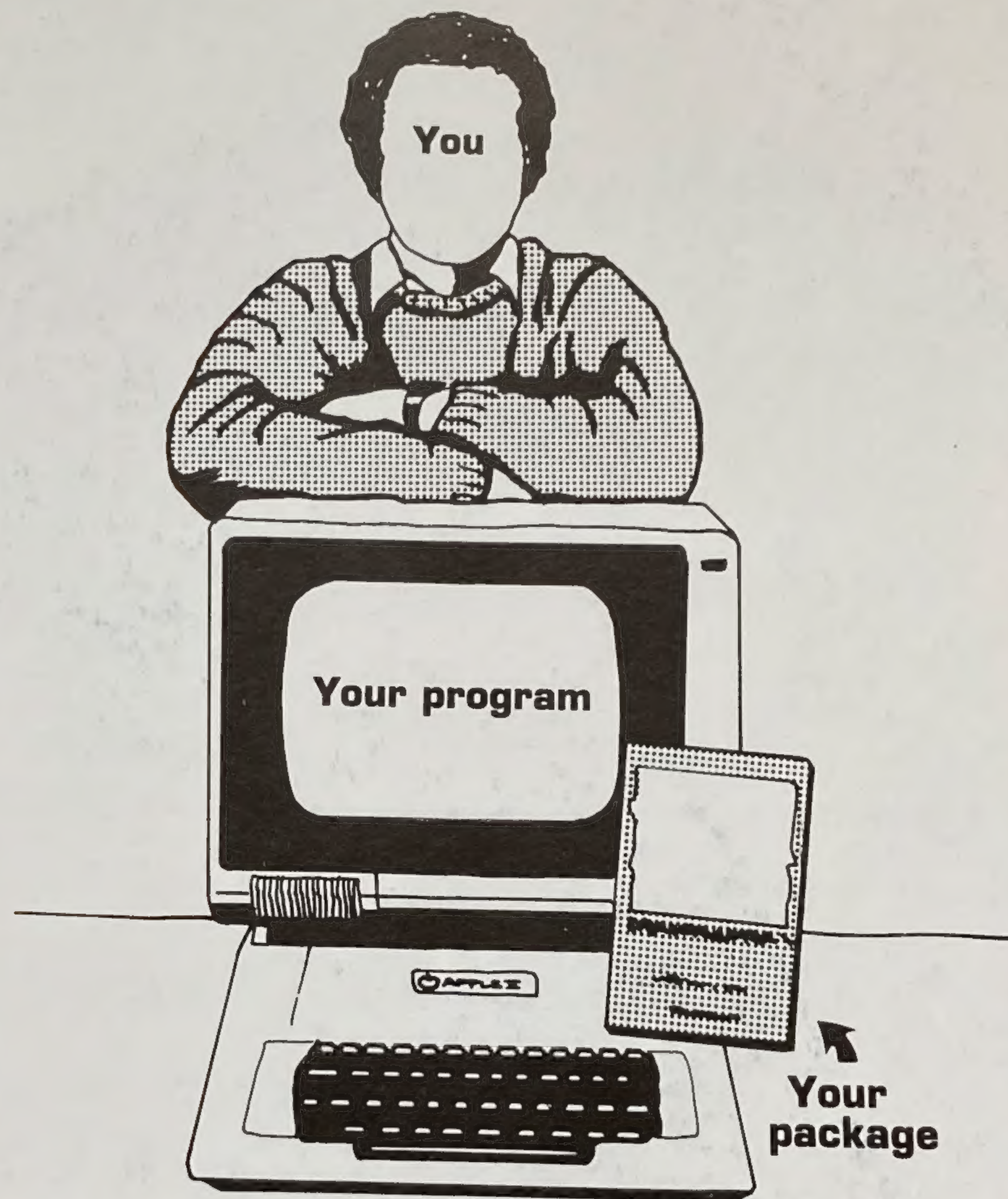1938 Fourth St., San Rafael, California 94901, Telephone (415) 456-6424

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Career and Freelance Opportunities with Brøderbund Software

YES! I am an assembly language programmer interested in finding out more about programming opportunities with Brøderbund Software. Please send me your free Author's Kit describing ways we can work together to bring out the best in my programs.

NAME: _____

ADDRESS: _____

CITY: _____

STATE: _____ ZIP: _____

PHONE: _____

Check all that apply:

☐ I am experienced with and especially interested in developing programs for the following machines: (please circle) Apple II, Atari Home Computers, IBM PC, VIC-20, Commodore 64, ColecoVision, TI99/4A, Atari VCS 2600/5200
Other _____

☐ I have a game (finished or in development) that I am willing to show.

☐ I am interested in freelance opportunities, having Brøderbund distribute my own program(s) on a royalty basis.

☐ I'd like to know more about in-house programming positions at Brøderbund.

Other: _____

_____

_____

MAIL TO: BRØDERBUND SOFTWARE, Product Development,   17 Paul Drive, San Rafael, CA 94903
(415) 479-1170

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Cheat keys:
CTRL-SHIFT-N advances a level (CTRL-SHIFT-6 on IIe)
CTRL-SHIFT-P adds additional lives/players (CTRL-SHIFT-2 on IIe)

Using either of the two "cheat keys" forfeits your high score attempt for that game. So does beginning a session at any level other than the first (level 001).

MAKING YOUR OWN GAMES

The Game Generator ("Edit mode") lets you design, move, erase, playtest, and save to disk your own unique Lode Runner games—with no programming knowledge required! You may also use this editor to access directly (then play) any of Lode Runner's 150 different game screens, as well as to erase high scores and prepare new data disks for use in saving your own game creations. Don't panic. It's all remarkably easy.

The following chart summarizes the steps involved in making your own games. Detailed instructions are given in the sections that follow.

HOW TO MAKE YOUR OWN GAMES: SUMMARY

	WHAT TO DO	HOW TO DO IT
1.	Enter "Edit Mode"	Press CTRL-E from demo mode (or CTRL-R then CTRL-E from game in progress)
2.	Put "Initialized" data disk into disk drive	(See "Initializing Your Data Disk")
3.	Design Your Game	Use I-J-K-M keys to move cursor; Use 0-9 to make shapes
4.	Save Your Game	Press CTRL-S
5.	Play Your Game	Press CTRL-Q to "Quit" game generator; Press P (and RETURN) to "Play"

ENTERING EDIT MODE:

First you must enter Edit mode. If you are playing a game, press CTRL-R to end the game, then press CTRL-E (for "Edit"). If you are starting from the self-playing demo mode, simply press CTRL-E. The Lode Runner Board Editor screen will appear, allowing you to enter the following single-key editing commands:

E (for "Edit")
P (for "Play")
I (for "Initialize")
C (for "Clear")
M (for "Move")
S (for "Score")

These commands are explained in the instructions below.

INITIALIZING YOUR DATA DISK:

Before designing your first game board, you must prepare a Lode Runner data disk on which to save your creations. Enter the Edit mode (if you haven't done so already) and press I for "Initialize." Remove your Lode Runner disk and insert a blank disk of your own into the drive. Press Y (for "Yes") in response to the screen question ("Are you sure?") When the disk drive stops whirring, your data disk is ready to use, and you can use it to create and save 150 different boards without reinitializing. Note: Use this I command with caution as it erases the entire data disk! By the way, the program will prevent you from initializing (and erasing) your Lode Runner master disk.
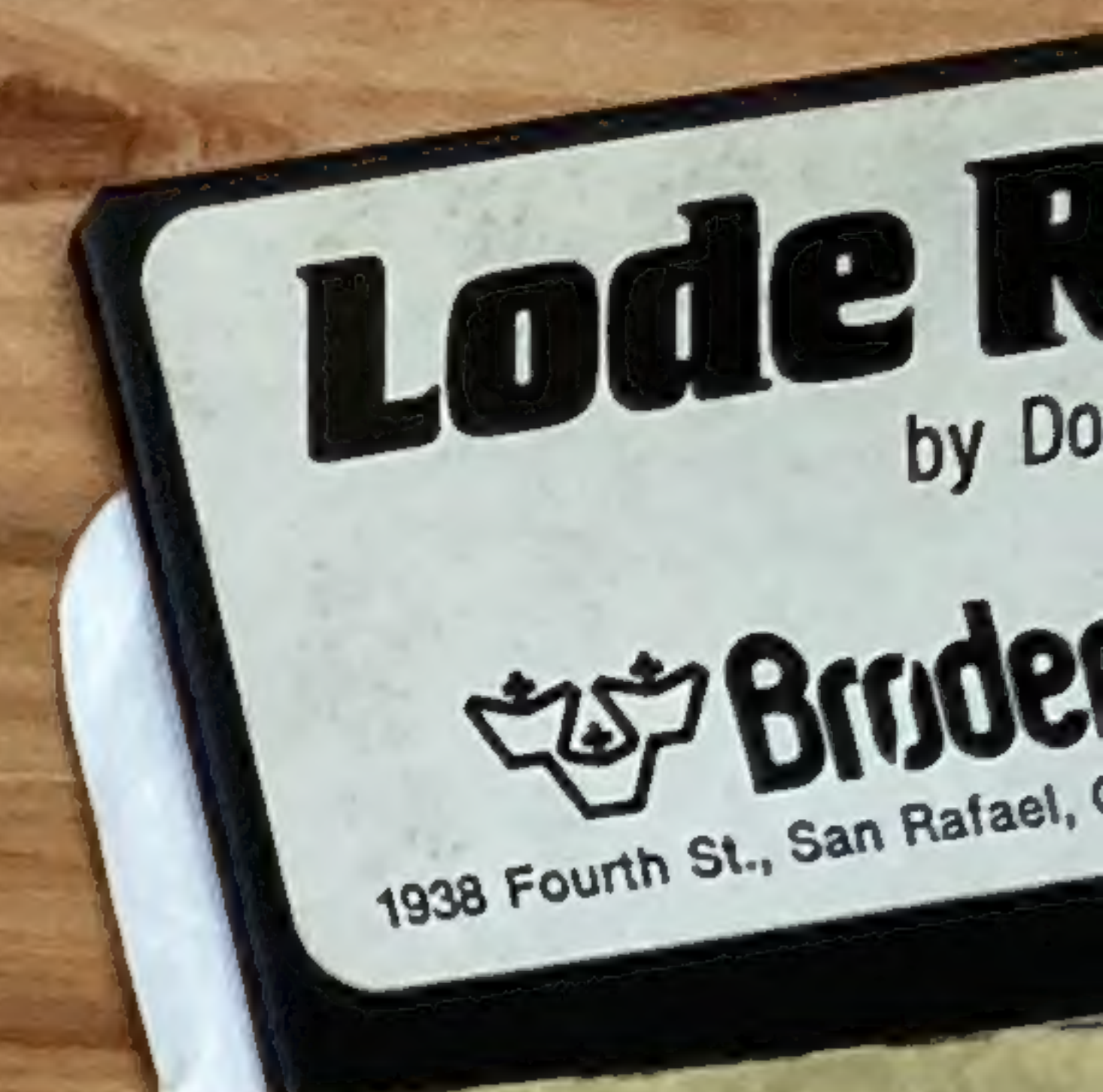
DESIGNING YOUR OWN GAME BOARDS:

Now that you have an initialized data disk, you are ready to create your own games. From the Lode Runner Board Editor screen, press E (for "Edit"). You will be asked to type in the number of the game board you want to work on (001-150). For your first board, use 001. Type in the number, then press RETURN. The selected screen will appear.
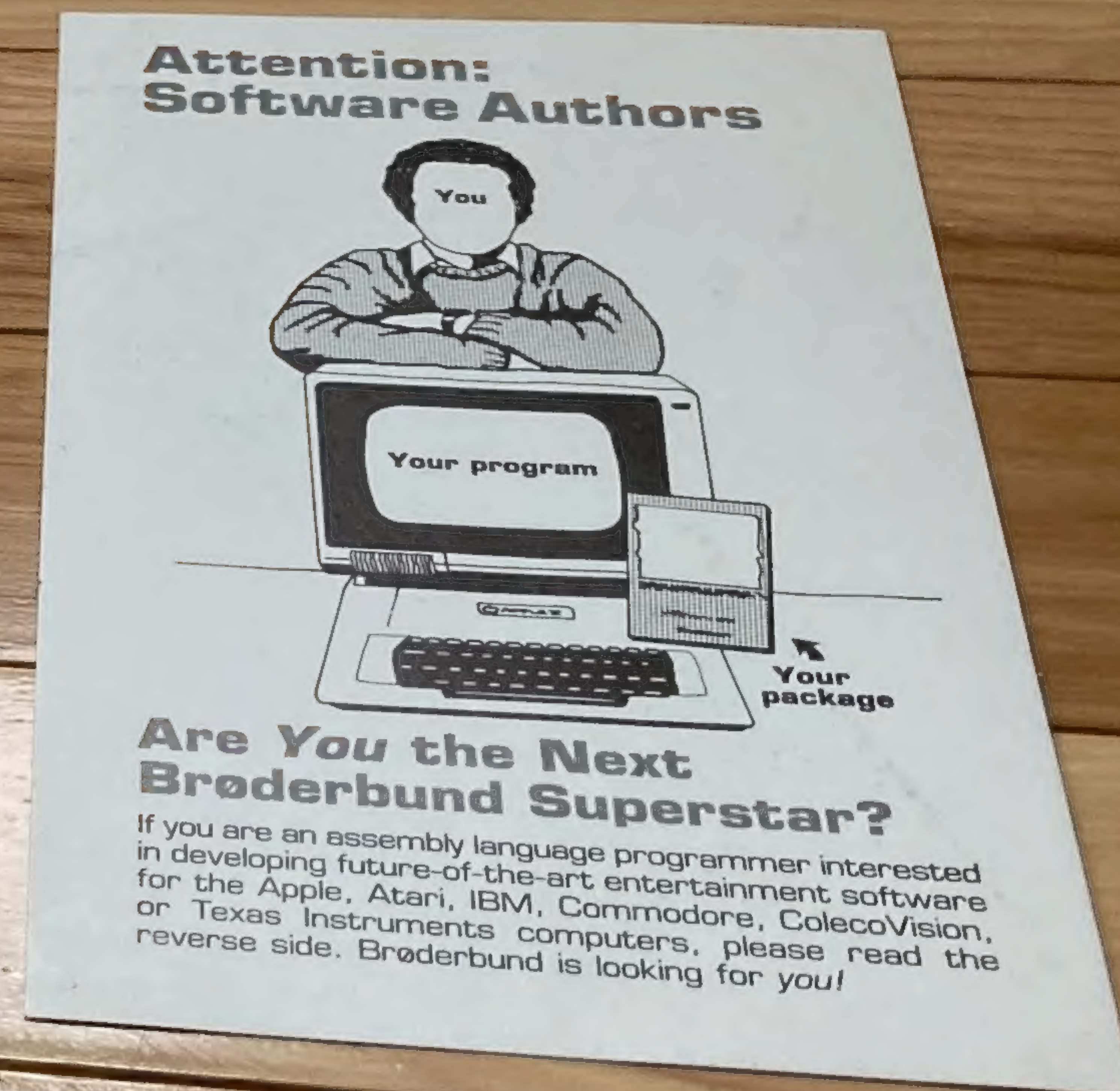
NOTE: Whenever you type in board numbers in response to prompts in the Board Editor, you must type the entire three digit number before pressing RETURN (i.e. 3 must be entered as 003, 47 as 047, etc.) You may use the forward and back arrow keys to skip over digits or to make corrections before pressing RETURN.

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☐ Department Store ☐ Stereo Store ☐ Book Store ☐ Other

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Who purchased this program? ☐ self ☐ parent ☐ friend ☐ Other

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